



Description

This Scratch project is a 2D obstacle-avoidance game where the cat sprite jumps to escape buildings.

The score variable is displayed on the stage and increases continuously during gameplay.

Background music is added using sound blocks to make the game more engaging.

The game automatically stops when the sprite collides with an obstacle.

Outcomes

This project helped me understand event-based programming using the green flag.

I learned how to create and update variables for score calculation.

I gained experience with collision detection and basic game logic.

I learned to integrate sound to enhance interactivity and user experience.